

THE DOGS OF WAR

ISSUE #68

82CQ 82IL 83Z 83CV DOGS#22 DOGS#23

6/7/84

You realize, of course, this means war.

Bugs Bunny

This is THE DOGS OF WAR, a zine for the play of postal Diplomacy. DOGS is published every twenty-four days by John Daly at Route 2, Box 136-M5, Rockwell, NC 28138. My phone number is (704) 857-1555. The sub fee is ten issues for \$3.50.

Well, agony of agonies, I missed Marycon '84. I really hated to, but it couldn't be helped. I had hoped things would slow down some at work and at home so I could break away and that just didn't happen. Phooey. From the little bit I've heard so far, the con was a big success again this year. If any of you folks out there attended the convention please let me know what you thought of it. I'd like to publish your comments since I don't have any of my own to print.

Life is beginning to settle down into the normal summer routine. Things are still hopelessly bad at work, but at least the boss has decided that making us supervisors work our days off isn't doing any good. Down on the farm the crops are planted and the hay is in, which leaves only about 98 more things that need doing there. Luckily, none of the remaining farm projects need immediate attention and can be put off for a while. (As the farmer next door explained, farmers never get caught up with all the work that needs doing otherwise they'd put themselves out of a job.) About the only pressing project I have left is getting my new house built, and that's coming along slowly but surely. I'm going to try to do the subcontracting job myself even though people tell me I'm crazy to subject myself to the headaches.

Speaking of headaches, I finally got the next two DOGS games going. It took some doing to get the geographical spread and the country preferences worked out for the best, but the real problem was finding enough players to fill both games. That was sort of disappointing, but really my own fault because it's been so long since I last started a game. I hope you guys can forgive the long wait.

The first of the new games, DOGS#22, has been assigned 1984CD for a Boardman Number. Players are asked to use that number in all correspondence with me and with each other. For those who are interested, below is the list of the players in 84CD with their positions and addresses:

ENGLAND: Mike Cannon - 13801 Wisteria Dr., Germantown, MD 20874.

FRANCE: Earl Anderson - 5 Pine View Terrace, Taylors, SC 29687.

GERMANY: Greg Doyle - 18 Longmeadow Dr., Canton, MA 02021.

ITALY: Fred Hyatt - 60 Grandview Pl., Upper Montclair, NJ 07043.

AUSTRIA: Mark Rowell - 322 Curtner, #C, Palo Alto, CA 94306.

RUSSIA: Jim Grosch - 16 Kenmar Dr., Budd Lake, NJ 07828.

TURKEY: Terry Suitor - 239 N.E. Steiger St., Grants Pass, OR 97526.

The second new game is DOGS#23. Until I receive a Boardman Number for this game, players should use the DOGS number to identify that game in their correspondence. The players in DOGS#23, their positions and their addresses are shown below.

ENGLAND: Stan Johnson - 10 Pine St., Edison, NJ 08817.

FRANCE: Vincent Manna - 2217 West St., #1, Brooklyn, NY 11204.

GERMANY: Jake Walters - P.O. Box 471, Natick, MA 01760.

ITALY: Paul Grosch - 11088 Mollylea Dr., Baton Rouge, LA 70815.

AUSTRIA: Terry Richwine - 611 Beechwood St., Emmaus, PA 18049.

RUSSIA: Doug Baker - 726 Seward, Evanston, IL 60202.

TURKEY: Steve Cooley - 3551 Casamia Ave, Palmdale, CA 93550.

SOME STUFF FOR THE BOARDMAN NUMBER CUSTODIAN

I had the room to start the two new games because two older games ended. New life comes from death, and all that poetic nonsense. But before the completed games can be put to rest I need to publish the endgame information so Kathy Byrne, our beloved Boardman Number Custodian, can enter these games into history on the pages of her journal, EVERYTHING. Then this info can be statistically manipulated (sounds kinky) to show who the best players are and what countries are the best to play.

By the way, if anyone would like to receive a copy of EVERYTHING then let me know. I don't have the publisher's address handy, but if you want it I'll dig it up. EVERYTHING is published every couple of months and the issue cost depends on its size. It's worth a look if you're curious about what's going on with game starts and game completions around the hobby.

1982N: THE DOGS OF WAR (Daly)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	
A	5	7	7	5	5	5	4	1	1	1	0	-				
E	4	4	6	6	6	5	6	7	7	8	8	10@	10	10	9	DRAW S15
F	5	6	7	8	9	9	11	13	13	12	11	9	9	8	10	DRAW S15
G	4	4	3	4	5	6	4	2	2	1	1	0	-			
I	3	1	1	0	-											
R	6	7	8	10	9	9	9	11	11	12	14	15	15	16	15	DRAW S15
T	4	4	2	1	0	-										

A: Lanny Myers (dro F05); Greg Haskew (res F06); Tim Burton (out F10).
 E: Michael Anderson (dro F07); David Blaylock (dro S14); Ken Iverson (draw S15). F: Terry Richwine (draw S15). G: Eric Kane (dro F03); John Banke (dro S08); Neil Daly (out F12). I: John Michalski (out F04).
 R: Stan Johnson (draw S15). T: Irwin Schroeder (dro F02); Brian Argetsinger (out F05).

"@" denotes two builds not taken

1982AA: THE DOGS OF WAR (Daly)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	
A	4	5	6	8	7	5	7	8	9	9	9	9	11	11	11	
E	4	3	4	5	5	5	6	5	3	2	0	-				
F	5	6	7	8	8	8	7	9	10	10	12	12	14	16	18	WIN F15
G	5	4	2	0	-											
I	4	5	5	5	5	5	5	4	3	4	4	4	4	4	4	
R	5	4	4	4	5	5	3	2	3	5*	5	5	3	2	1	
T	4	7	6	4	4	6	6	6	6	4	4	4	2	1	0	

A: Greg Haskew (res S06); Steve Knight. E: Tim Burton (out F11).
 F: Jim Grosch (WIN F15). G: Stephen Lee (out F04). I: Mark Rowell.
 R: Jack Wells (dro S03); Arturo Guajardo (res S04); Bill Highfield (res S08); Brent Adams. T: Jake Walters (out F15).

"*" denotes one build not taken

MORE 1982AA ENDGAME STATEMENTS

AUSTRIA (Steve Knight):

I joined 1982AA in Fall 1906, and based on what I have of it prior to then, it had been an interesting game. My predecessor had participated in a general dismemberment of Germany, which was fortunately accompanied by a Franco-English war. Turkey had grown large enough to bring about some close Austro-Italian cooperation to keep him in line. France and England got back together, though, which brought about Greg Haskey turning Austria's back to Turkey just before I took over. Turkey's repayment of Austria's earlier effectiveness meant my first order of business was gearing up for a two-front war.

First negotiations looked good; the East was united in stopping F/E (although I was suspicious of Turkey, of course), and France and I struck up a good correspondence, with talk of eventually pulling off simultaneous stabs--anything to break up F/E: Otherwise, we had them fairly well stalemated; there was a problem, though, in that Bill Highfield (Russia) wasn't writing, but the alternative was trusting a Turkey who was already uncomfortably close to home. Rather than have the game stagnate, I decided to go with the latter--which did work out rather well. Our attack on Russia perked up England's interest in an eventual stab of France--but France beat him to the punch, and he and I set up that season (F'08) to pull off concurrent stabs. I figured, though, that I'd still need Italy to avoid having to worry about French or Turkish (or both) fleets later, so I grabbed Naples to make the stab as real as possible and then explained the situation to Mark. This had the desired effect of patching things up, but I lost momentum by NMRing the following turn.

The NMR especially hurt because with two new builds and a French ally who was occupied in the west, I was in an extremely flexible position. Offering Russia his home centers back and Italy survival and cooperation against an expanding Turkey, I decided to stick with France for the long run. Between Russia, Italy, and myself, I thought, we could blitz Turkey before France had finished England, and I'd come out ahead.

Unfortunately, things didn't go that smoothly. Brent Adams (who was Russia by then) NMRed the turn we stabbed, which prevented us from taking Sevastopol on schedule, and I NMRed again two turns later, granting it another reprieve. Meanwhile, France's flawless blitz of England was making our attack of Turkey look like the Keystone Kops. The lack of coordination on the Eastern tactics meant that France was by far getting the better of things, and it became apparent that I had probably made a mistake by pulling as many units east as I did. (Can you say "overkill?") Even though France and I were talking two-way draw, I decided to not even give him the opportunity for more, and so pulled some superfluous forces back to the west, losing a lot of French goodwill in the process. It was, unfortunately, too little too late, and in retrospect probably did as much to spur him on to the win as it did to prevent its happening.

Meanwhile, the Eastern tactics continued their inept form,

NMRs alternating with failures to coordinate moves. France was by this point obliterating the Russian units in the North, and trying to out-guess his tactics became the order of the day, a feat at which I felt completely ill-equipped. I felt that I had an outside chance of stopping him from forcing the win, but my units were ill-placed; too many of them had been struggling in the east for far too long. Jim's consistently great tactics made the question academic, though. My congratulations to him on an extremely well-played victory.

On balance, I'm not pleased with my performance in this game. For some reason, this was the one game which kept getting affected by my personal schedule--my first NMR was due to finals, and the second on account of my move to Virginia. And although I don't think I'm a very good tactician at all, some of my moves were bad even for me. It was otherwise an enjoyable game. Of those who lasted through the whole length of time I was in the game, Jim, Grosch and I became fairly good friends, and Mark Rowell and I had a good working relationship. I feel badly that Jake Walters got such shabby treatment; he played consistently well and simply fell prey to my geopolitical paranoia--but was then forced to sit an unforgivably long time while we got our act together. I would not hesitate to play in another game with any of these three.

Lastly, my thanks to John Daly for a flawlessly-run game, and for simply making my first postal Diplomacy game possible.

((And thank you for typing this yourself. At my speed, you probably saved me an hour at least!))

ITALY (Mark Rowell): Not too much to say about a game that I didn't play too well in except that I did feel lucky to have spent the entire game caught between the two powers that ended up the strongest on the board. I somehow survived despite being at war with Austria early on and France twice. Good game, Jim. My thanks both Austrian players by whose grace I survived and to John, our 10 of a GM.

((Thanks for the compliment. It's enough to make a nasty old cynic smile.))

TURKEY (Jake Walters): I never really got going, and when Austria and Russia joined against me all chances of winning went out the window. While England and France were rolling in the west, my hope was to ally with Austria, eliminate Russia and go from there. It didn't work out and the west dominated.

Jim Grosch did a good job, and earned the win. Steve Knight also did a fine job.

((I kind of hated to see you get knocked out at the last second. With your skill and luck you deserved to at least survive this game. I don't know if it was part of your plan for revenge on your enemies, but I think your tenacity is something France needed to win the game. You kept the only people capable of stopping him from being able to do so. When you stuck in a corner with the world crumbling around you, I guess its nice to take a few people with you when you go!))

ONE LAST 1982AA ENDGAME STATEMENT

GAMEMASTER (John Daly): 1982AA was started on February 27, 1982 and ended on May 8, 1984. It was supposed to be a rematch of sorts of another DOGS game, 1980HV, because four of the 80HV players wanted another shot at each other. Jim Grosch's strong French play kept this game from ever resembling 80HV.

One of my favorite things about this game was the small number of NMR's. Only one player NMR'd out.

Congatulations to Jim Grosch on his hard-won win, and to Steve Knight for his strong-second showing. And thanks to Jake Walters for his usual tenacity.

1982N ENDGAME STATEMENTS

GAMEMASTER (John Daly): 1982N was started on February 1, 1982 and ended on May 8, 1984 with a three way draw between England, France and Russia. Only two people who started this game finished it, and both ended up in the draw. The game was plagued with missed moves: seven standbys were used and six of them were called to replace players who NMR'd out.

But this game was still enjoyable for me because of the play of Terry Richwine and Stan Johnson. I always enjoy watching Stan make his run for the win and he nearly did it again in this game. Terry was playing well all along, but it looked like Stan was going to get the better of him right up until the end when Terry allied with England and stopped Stan cold.

Congratulations to Stan, Terry and Ken Iverson on the draw.

FRANCE (Terry Richwine): This was my first postal game and I was surprised to do as well as I did. I had the good fortune to have a strong alliance with Mike Anderson, the original English player, in the beginning. That and a quick collapse by Italy made things go almost too well for me. Stan capitalized on Turkey's misfortunes (two early NMR's and a change of players) to become a power in the east. The entrance of John Banke as the German player created an E-F-G triple alliance, enabling us to push eastward. But after a few moves, correspondence from my allies stopped. With Austria weakening, I stabbed Germany, who then dropped out of the game, as did Mike shortly thereafter. With my allies gone, I was impatient and tried for too much and paid for it. Russia allied with the new English player, David Blaylock, against me. For some reason I could never seem to communicate with Dave. It looked like a Russian win, when Ken took over England. We immediately allied and were successful in stopping the Russian advance. The game probably could have lasted longer, but I think the result would have been the same.

Hopefully I learned enough in this game to be a competitive player in future games. Congratulations to Ken and Stan for their share of the draw.

ENGLAND (Ken Iverson): As a late arrival on the scene, I'm pleased to see a hasty conclusion. I'm sure Terry and I could have done alot more damage to the war machine of Stan "The Landshark" Johnson, but why bother? Stan tried to make a couple of absurd deals with me, but it just shows to what levels some players will stoop for a win. Stan, I'd like to go on record for whopping your as in this one.

((That reminds me - I'm glad you guys saw the futility of continuing the fight. I think Stan could have stalemated any advance since he had so much of the board under his control. As for sinking low for a win, I don't think any low is too low!))

1983Z

THINGS LOOK GRIM FOR THE EAST

FALL 1906

Following Spring moves Germany retreated A Mos-Stp. The proposals failed.

FRANCE (Eric Diamond): a mar-ROM; f LYO c a mar-rom; f TYH c a mar-rom; f WES s f tyh; f TUN s f tyh; a TUS s a mar-rom; a BUR s GERMAN a kie-mun; f NTH-bel; a PIE-ven.

GERMANY (Mike Cannon): a KIE-mun; a MUN-tyo; a SIL-gal; a lva-WAR; a PRU s a lva-war; f BAL c a ber-lva; a ber-LVA; a STP-mos; f HOL-bel; f NWY-nth.

ITALY (Stephen Lee): f rom*tus; f nap-APU; f ion-NAP.

AUSTRIA (Pete Sidelinger): a VEN-pie; a TYO-pie; a BOH-sil; a war*s a boh-sil; a GAL s a war; a UKR s RUSSIAN a mos.

RUSSIA (Steve Knight): a MOS s AUSTRIAN a war; f aeg-ION; f con-AEG.

The Italian F Rom and the Austrian A War are annihilated. The supply center chart is below.

F - home, spa, por, lpl, lon, edi, tun, <u>rom</u>	(10) build 1
G - home, bel, hol, den, swe, nwy, stp, <u>war</u> , mos	(10) even
I - nap, smy, gre, tyo	(3) "build 1"
A - home, ser, ven, war	(5) even
R - sev, rum, ank, bul, con, <u>mos</u>	(6) "build 3"

Note that Italy can't build and Russia can only build 1. Winter and Spring orders are due together at 1:00 p.m. on Saturday, July 7. Please vote on an F/G draw with your next moves. And a concession to G.

BURGUNDY to MUNICH: What a shame one of us can't move to Switzerland.

FRANCE to ITALY: If only you'd let me into the Ionian I'd pass right by and attack somebody else.

MOTHER RUSSIA to DEUTSCHLAND: Believe me, I'm painfully aware of how long I've been playing short. Breaking a record looks like the best I can hope for from the situation. (P.S. Good meeting you at MadCon.

FRANCE to RUSSIA: If you take Greece and Smyrna you'd be backed up by four builds. I'd do it just for the novelty of it.

1983CV

EVERYBODY GANGS UP ON ITALY
Things Get InterestingWINTER 1905
SPRING 1906

Following Fall moves Russia retreated F Edi-Nwg. The proposal for an F/G/I/R draw failed.

FRANCE (Eric Kane): Even; f edi-CLY; f bel-PIC; a yor-LON.

GERMANY (Terry Richwine): Removed F Kie; f hol-BEL; a ruh-BUR; a den-KIE; f lon-WAL; a BRE s FRENCH f bel-pic.

ITALY (Ichiro Matsumura): Built A Ven, A Rom and A Nap; a PAR-bur; a PIE s a ven-tyo; a nap-SMY; a rom-VEN; a ven-TYO; a vic-BUD; a TRI s a ven-tyo; a SER s a vie-BUD; a BUL-con; f mid-GAS; f ENG s FRENCH f bel (otm); f por-SPA(nc); f tyh-WES; f ION c a nap-smy; f AEG c a nap-smy.

RUSSIA (Dan Stafford): Removed F Swe; f nwg-NAT; f bar-NWG; f NTH-eng; a MUN s GERMAN a ruh-bur; a ber-SIL; a tyo-VIE; a BOH s a tyo-vic; a GAL s a tyo-vic; f RUM-bul(ec); f ANK-con; a war-UKR.

The deadline for Fall moves is 1:00 p.m. on Saturday, July 7. (Over)

Please vote on an F/G/I/R draw with your next moves. Press follows.

ITALY to ERIC and WORLD: I'm attending the Massachusetts Institute of Technology in the fall.

GM to ITALY: Why? Their basketball team is lousy.

ST. PETERSBURG to ROME: If France moved to Pic, Cly and Lon, you're not going to win this game.

1982CQ

IS THERE A STAB IN HERE SOMEWHERE?

FALL 1913

Once again, all the proposals failed.

FRANCE (John Michalski): NMR! f MAR hold; a GAS hold; f SPA(sc) hold; f POR hold; f mid*hold.

GERMANY (Ken Iverson): a BUR-mar; a HOL s a ruh; a BEL s a hol; a RUH s RUSSIAN a sil-mun (nso).

RUSSIA (Ed Menders): f nwg-NAT; f IRI s TURKISH f wes-mid; f hel-NTH; f bal-DEN; a KIE s TURKISH a mun-ruh; a BER s a kie; a gal-BUD; a mos-UKR; a NWY hold; a SWE hold; a SIL hold.

TURKEY (Dan Stafford): f wes-MID; f NAF s f wes-mid; f LYO-spa(sc); a PIE-mar; f adr-VEN; a MUN-ruh; a BOH s a tyo-mun; a TYO-mun; f TUN s f tyh-wes; f tyh-WES; a smy-SYR; f CON (unordered) hold.

The French F Mid is annihilated because of the NMR. The supply center chart is shown below.

F - bre, por, lon, mar, spa	(5) build 1
G - par, hol, bel, KIE	(3) remove 1
R - home, rum, vie, ber, nwy, edi, lpl, den, swe, <u>kie</u> , <u>bud</u> , xxx	(14) build 3
T - <u>home</u> , bul, ser, gre, tri, tun, rom, nap, mun, <u>ven</u> , xxx	(12) even

Winter orders are due by IMMEDIATE RETURN MAIL so they arrive by 9:00 p.m. on Saturday, June 23. Spring moves will then be due at 1:00pm on Saturday, July 7. Please vote on an R/T draw with your Spring moves. Standing by for John Michalski will be Terry Richwine (611 Beechwood St., Emmaus, PA 18049). I don't think John will miss again, though. Most unlike him. Press follows.

RUSSIA to GERMANY: You seem to be running away as fast or even faster than I can get to you. Awesome defense.

PLAYER NOTES

My thanks go out to the many people who wished Stephen well after his recent surgery. He's just about fully recovered from an infection in the incision that complicated things for a while. So now we wait for the next minor disaster to hit the poor kid.

Ever wonder what we'll be doing when we all go to hell for playing Diplomacy? It probably won't be something simple like that Greek feller who had to roll a rock up a hill only to have it fall back down again as he neared the top. No, more likely it will be something much more torturous: getting bales of hay from the field to the barn, preferably in muggy, 90° heat. You city slickers probably have never had the opportunity to spend two days slinging 50-to-75 pound bales of hay around, hurrying the whole time to beat the rain which would ruin the hay, and getting cut to ribbons by the sharp blades of grass. But the worst part is putting up with a herd of cows laughing at you while you sweat. Sounds like fun, eh? Want to help next time?

Following Spring moves Austria retreated F Tyh-Nap.

FRANCE (Ben Schilling): a BUR s GERMAN a kie-mun; a MAR-pie; a TUN hold;
f WES-tyh; f AEG-smy; f TYH-ion.

GERMANY (Eric Diamond): a mun-SIL; a kie-MUN; a RUH s a kie-mun;
a ber-PRU; f BAL s a ber-pru; f SWE s f bal; a DEN s f swe;
a NWY hold; f NTH s a nwy; f NWG s a nwy.

AUSTRIA (Ichiro Matsumura): a sil-WAR; a boh-GAL; a tyo-BOH; a pie-TYO;
a TUS-pie; a apu-GRE; a bul-RUM; f NAP s f ion; f gre-BUL(sc);
f ION c a apu-gre.

RUSSIA (Jake Walters): a CON-smy; f BOT-swe; a FIN s f bot-swe;
a STP-nwy; f BAR s a stp-nwy; a LVA-stp; a pru*ber.

The Russian A Pru is annihilated. The supply center chart is below.

F - home, spa, por, tun	(6) even
G - home, hol, den, bel, lpl, lon, edi, nwy, swe	(11) build 1
A - home, ser, gre, bul, ven, rum, nap, rom, war	(11) build 1
R - stp, mos, sev, ank, smy, con, war	(6) even

Winter and Spring moves are due at 1:00 p.m. on Saturday, July 7.
Please vote on an F/G/A/R draw. Press follows.

GERMANY to GM: If I wait until 1917 will the Russian units be in civil disorder?

GM to GERMANY: Only if Jake becomes a communist.

AUSTRIA: You've got to know when to hold 'em
Know when to fold 'em
Know when to walk away
And know when to pun.....

MOSCOW: I'm calling for a four way draw. This game is getting boring as hell. My Austrian ally has been great, but let's end this now.

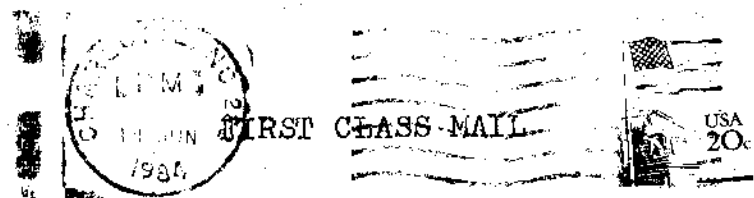
A QUICK (AND HOPEFULLY PAINLESS) JOKE TIME

A man known for his drunken binges called into work one day saying he had slipped on the ice and hurt his back. His boss replied, "How'd you get your foot in the glass?"

John Daly

Route 2, Box 136-M5

Rockwell, NC 28138



If checked:

— Please stand by
in _____.

— Your sub expires
with this issue.

Next deadlines: 6/23 & 7/7

Steve Knight #103
11905 Wintertown Lane
Reston, VA

22091

Thanks for the online
statement!